# Termly Overview   Year 3 and 4

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
| | Computing systems and Networks | Creating Media | Programming | Data and information | Creating media | Programming |
| Year 3 | **Connecting Computers**<br>• To identify that digital devices have inputs, processes and outputs<br>• To Know how devices can be connected to make networks | **Stop-frame animation**<br>• To be able to capture digital images<br>• To be able to edit digital images<br>• To be able to combine digital images to produce stoip-frame animation. | **Sequencing in music**<br>• To  know how to create sequences in a block based programme language<br>• To know how to make music digitally | **Branching Databases**<br>• To know how to build a branching database<br>• To know how to use yes/ no questions<br>• To be able to use a branching database | **Desktop Publishing**<br>• To know how to create documents<br>• To know how to modify text<br>• To know how to insert and modify images<br>• To know how to modify the layout of pages for a specified purpose | **Events and actions in programs**<br>• To know what an algorith and a program are<br>• To know how to write an algorithm and programs that use a range of events to trigger sequences of actions |
| Year 4 | **The Internet**<br><br>• To recognise the internet as a network of networks<br>• To understand that the WWW is an example of a network of networks<br>• To know why we should evaluate online content | **Audio editing**<br><br>• To Know how to capture audio<br>• To know how to edit audio files<br>• To know how to produce a podcast<br>• To understand the need to ensure copyright is considered | **Repetition in shapes**<br>•To know how to use a text based programming language<br>•To explore count controlled loops when drawing shapes | **Data logging**<br><br>• To understand how and why data is collected over time.<br>• To know how to use a datalogger to carry out an investigation | **Photo editing**<br><br>• To know how to manipulate digital images<br>• To be able to reflect on the imapct of changes<br>• To be able to evaluate if the alterations achieved the required purpose | **Repetition in games**<br>• To know how to use count controlled loops in a block based programming language<br>• To know how to use infinte loops loops in a block based programming language |

# Termly Overview   Year 5 and 6

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
| | Computing systems and Networks | Creating Media | Programming | Data and information | Creating media | Programming |
| Year 5 | **Sharing Information**<br>• To know how information is transferred between systems and devices.<br>• To know that real life systems have input, output, and process aspects To be able to work on a collaborative online project | **Video Editing**<br>•<br>• TO know how to plan to capture video footage<br>• To be able to capture digital video footage<br>• To be able to edit digital video footage<br>• To be able to combine digital video footage to produce a short video film. | **Selection in physical computing**<br>• To  explore conditions using a programmable microcontroller.<br>• To  explore selection using a programmable microcontroller. | **Flat file Databases**<br>• To be able to use a flat-file database<br>• To know how to order data in a flat-file data base<br>• To know how to create charts in a flat-file data base<br>• To know how to use answer questions using the database. | **Vector Drawing**<br><br>• To know how to create images in a drawing program<br>• To know how to layer objects<br>• To know how to group objects | **Selection in Quizzes**<br>• To understand selection in programming.<br>• To know how to design an interactive quiz<br>• To be able to create code to produce an interactive quiz |
| Year 6 | **Communication**<br>• To know how data is transferred over the internet. To understand how data packets are addressed, made up and structured.<br>• To understand and evaluate the process of online communication and collaboration.<br>• To be able to communicate responsibly by considering what should and should not be shared on the internet. | **Web Page Creation**<br>• To know how to design a webpage<br>• To know how to create a webpage<br>• To give consideration to copyright of elements included in the work<br>• To give consideration to the asthetics and navigation of their work | **Variables in games**<br>• To understand variables in programming.<br>• To explore how variables impact on a program when designing it<br>• To be able to create code to produce a game | **Spreadsheets**<br>• To know how to answer questions using a spreadsheet<br>• To know how to organise data in a spreadsheet<br>• To know how to calculate data using a spreadsheet | **3D Modelling**<br>• To know how to plan a 3D computer model of physical objects<br>• To know how to develop a 3D computer model of physical objects<br>• To know how to evaluate a 3D computer model of physical objects | **Sensing**<br>• To know how to design a project that  captures inputs from a physical device<br>• To be able to  how to create the code to capture inputs from a physical device |